

LUCASARTS ENTERTAINMENT COMPANY PRESENTS



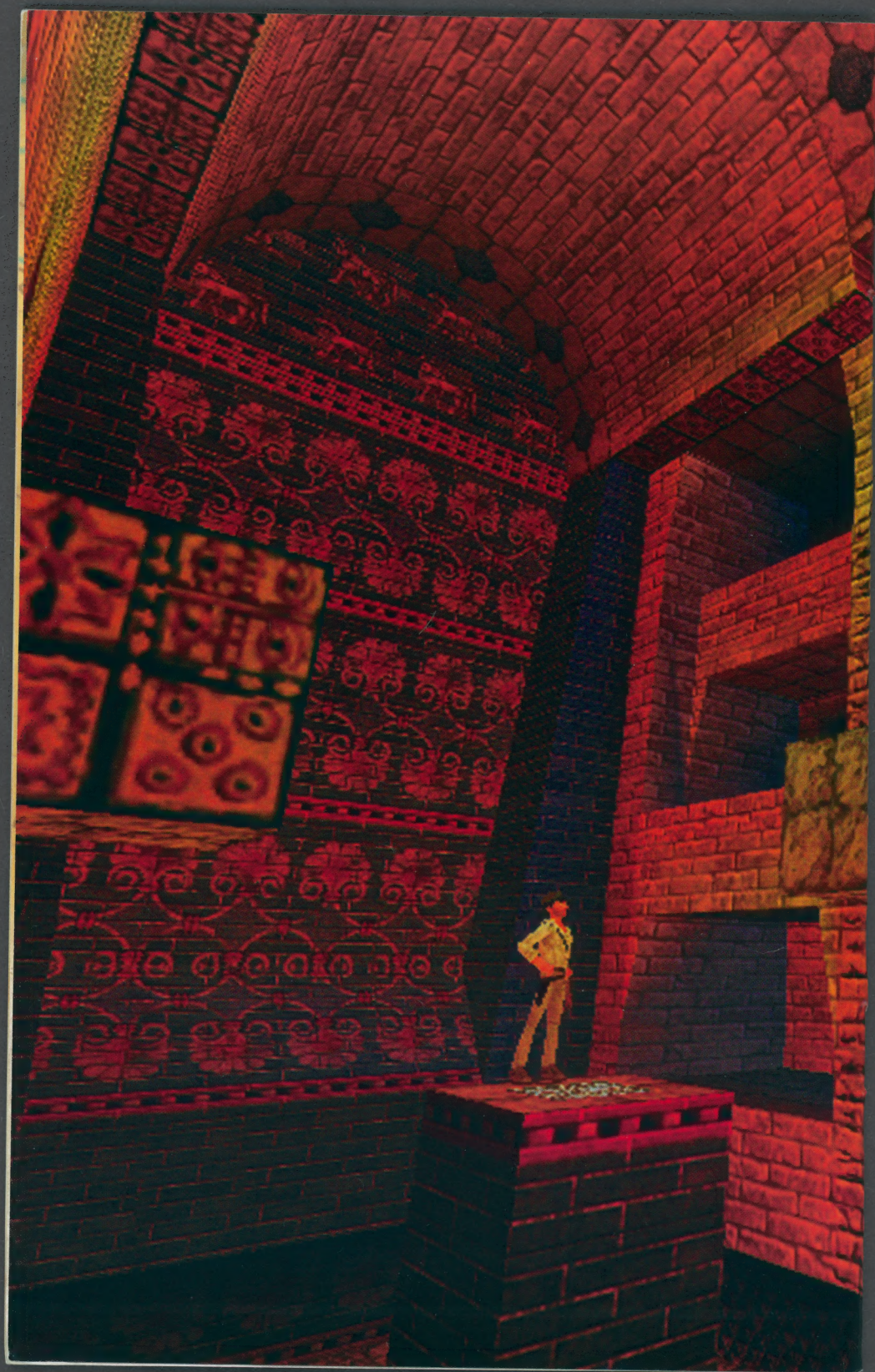
INDIANA JONES[®]

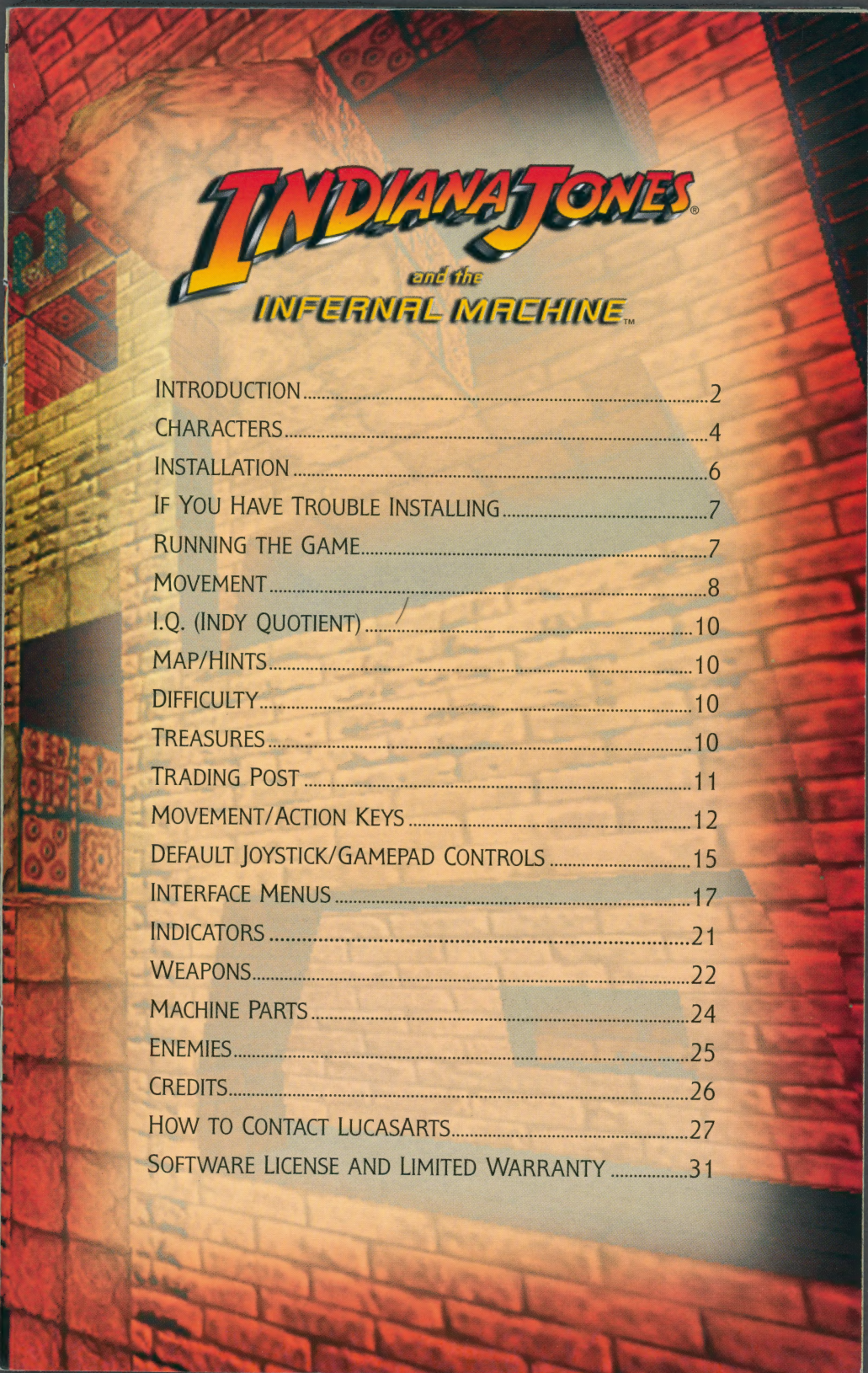
and the

INFERNAL MACHINE[™]

ADVENTURE GUIDE





The background of the entire page is a screenshot from the game 'Indiana Jones and the Infernal Machine'. It shows a first-person perspective of Indiana Jones standing in a dark, ancient stone corridor. The walls are made of large, reddish-brown stone blocks. In the distance, a large, ornate stone archway is visible, and a bright light emanates from it, creating a strong lens flare effect. The title 'INDIANA JONES' is written in a large, stylized, yellow and red font with a black outline. Below it, 'and the' is in a smaller, plain font, and 'INFERNAL MACHINE' is in a bold, yellow font with a black outline.

INDIANA JONES[®]

and the

INFERNAL MACHINE[™]

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HISTORICAL NOTE: *The oldest known real machine, a fused and corroded set of gears, was found by sponge divers in 1900/off the coast of Greece. It dates from a shipwreck in 78 B.C. Some scholars think it could be a mechanical planetarium described by Archimedes, but no one knows for sure.*

1947. World War II is over. Dr. Henry "Indiana" Jones, Jr., exhausted by conflict, is trying to resume his digging career in the American Southwest, far from the excitement of his treasure-hunting past.

In truth, however, peace and quiet are boring companions. Fortunately for Indy's adventurous soul, the world is still a dangerous place. The Soviet Union has slammed an Iron Curtain down across Europe, provoking the Cold War that will occupy East and West for half a century. Communist agents are everywhere, searching for a weapon to tip the balance of power in their favor.

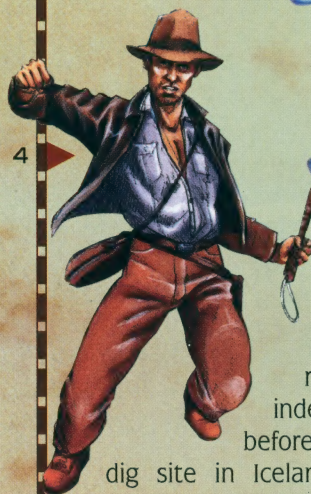
And...they may have found something useful in the desert ruins of Babylon. That's where King Nebuchadnezzar II built the legendary Tower of Babel 2600 years ago. The Bible portrays it as a failed attempt to reach heaven, inspired by pride, but Gennadi Volodnikov, an unorthodox Russian scholar, thinks the Tower housed a machine to reach across the dimensions of space and time, inspired by the winged god Marduk. When gears began to clatter, alarmed Babylonians toppled the Tower, scattering four of Marduk's disciples—and parts of the machine—to the far corners of the globe. Join Indy as he races the Soviets to recover those parts and stop them from repairing Marduk's "Infernal Machine."



CHARACTERS

INDIANA JONES

He holds an advanced degree, speaks and reads a dozen languages, has an encyclopedic knowledge of the past, and teaches school. Yet Indy is anything but a mild-mannered professor. He's been everywhere, seen everything, and when he gets into trouble he knows how to get out—using his wits, his fists, his whip, a gun—whatever it takes. His boundless appetite for treasure and adventure stems from an abiding faith in the mysteries of life...and a touch of greed.



4

SOPHIA HAPGOOD

Indy has crossed paths with this resourceful and independent woman before. They worked a dig site in Iceland together, where she found a medalion that awakened her psychic powers. Later she helped him find Atlantis. Then, after a tumultuous romance, she disappeared. Now she's back, a spy for the newly formed Central Intelligence Agency, recruiting



Jones to figure out why the Soviets are digging up Babylon.

SIMON TURNER



Sophia's boss. He's a military intelligence officer who parachuted into France to help organize the Resistance during World War II. When President Truman established the CIA, Turner was one of the first to join. He's cool and competent, always near the action, rarely in it. He hates the Communists, because no one gets rich in their system. Where would America be without men like him?

DR. GENNADI VOLODNIKOV

Analytical by training, mystical by nature, this near-sighted Soviet genius spent the war years designing top secret military codes. Now he's busy investigating the ruins of Babylon, convinced that the Tower of Babel once housed a power more terrifying than America's atomic bomb. Volodnikov is an unlikely archaeologist,



more at home with tea and piroshki than fieldwork. He's not much of a Party man either, but the force of his intellect keeps the Communist ideologues at bay.



NUBIAN BOY

An agile young boy living among the pyramids of the Sudan. Educated in a British missionary school, he's fascinated by European technology—and scared to death of hyenas.

HOLY WOMAN

The last resident and apparent caretaker of an ancient sanctuary in the high mountains of Soviet Kazakstan. Her withered frame and abrupt manner conceal a radiant energy Indy must learn to release.



MARDUK

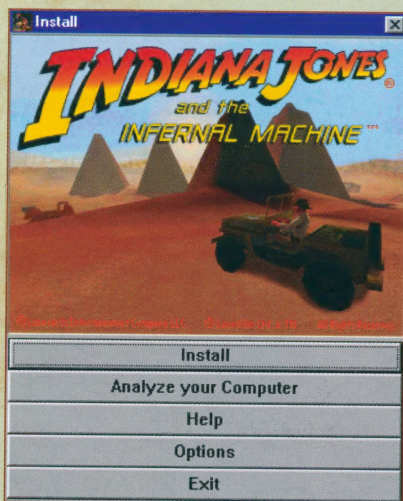
Babylonians worshipped him as a god, but he's actually the power-hungry ruler of a strange domain called the Aetherium. If the mechanical gateway he designed to connect his world with ours had ever worked—woe befall mankind!



5

INSTALLATION

- 1 Close all open windows on your desktop and quit all other applications.
- 2 Put the **Indiana Jones and the Infernal Machine** Disc 1 in your CD-ROM drive.
- 3 The **Indiana Jones and the Infernal Machine** installation screen will appear.



Installation Screen

If Autoplay is disabled and the game's Installer does not appear, you'll need to open the Installer manually. To do this, double-click on the My Computer icon, then double-click on the CD-ROM icon in the window that opens. Double-click the **JONES3D.EXE** file to open the Installer. It has these options:

- **Install:** Installs the game on your hard drive.
- **Analyze Your Computer:** Check your system to see if it meets game requirements. Once the game is installed, you can also access the DirectX Diagnostic Tool and install DirectX 6.1.

- **Help:** If you get stuck, click here to open the game's online manual. Also access the Troubleshooting Guide for detailed installation and troubleshooting tips via the Help system.

- **Options:** Under Options, you can register the game online or visit the LucasArts Web site.

- **Exit:** Returns you to your desktop.

4 To install, click the Install button. Follow the onscreen instructions to setup and install.

5 You will be prompted to register the game online if you have Internet access.

6 Choose the destination for **Indiana Jones and the Infernal Machine** installation. The default directory is: **C:\Program Files\LucasArts\The Infernal Machine**. If you wish to install elsewhere, specify a different drive or directory name.

7 You'll be given the option to create a series of shortcuts in the Start menu. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want.

8 Setup will create an **Indiana Jones and the Infernal Machine** Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\LucasArts\The Infernal Machine**) or create a new folder or select an existing folder, then click Next again.

9 You'll be prompted to create a shortcut for the game on your desktop and to view the Readme.

10 If you are playing with a joystick, we recommend that you calibrate it before playing.

11 If the game installs successfully, you will see a Setup Complete screen.

12 After installing the game, you may be prompted to install Microsoft's DirectX 6.1. The game will run with DirectX 6.0 or later. If DirectX 6.1 (or a later version) is detected on your system, the checkbox will remain empty and you will not need to install DirectX. Click Finish to complete the setup.

13 Now you are ready to play *Indiana Jones and the Infernal Machine*.

IF YOU HAVE TROUBLE INSTALLING

If you have trouble installing, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1 Open the Installer as described in step 3 on the previous page.

2 Click the Help button and choose Troubleshooting Guide from within Help.

RUNNING THE GAME

1 To run the game, insert the *Infernal Machine* Disc 1 into your CD-ROM drive. The game's Launcher will appear if Autoplay is active.

2 If Autoplay is disabled, find the *Infernal Machine* directory on your hard drive. Double-click the *Indy* Launcher icon (**Autorun.exe**), or double-click the CD-ROM icon on My Computer, then double-click the **Autorun.exe** file.

THE LAUNCHER

1 After a successful installation the Installer becomes the Launcher.

2 The Launcher appears whenever you insert a game disc, when you

double-click the CD-ROM icon, when you select the **Infernal Machine** shortcut from your Start menu, or when you double-click the **Autorun.exe** file.



Launcher Screen

3 The Launcher displays the following options:

- **Start New Game:** This launches a new game starting at the beginning of Indy's adventure.

- **Resume Play:** Allows you to resume an existing saved game.

- **Help:** Access the online manual that covers various help topics and the Troubleshooting Guide. Click a topic in the list to view it. Scroll through topics with the arrows.

- **Options:** Here you can register online if you have Internet access, visit the LucasArts Web site, uninstall the game, and adjust advanced display and sound options (described on pages 20-21).

MOVEMENT

With Indy in your control, you can whip, leap, run, swim and crawl through the game. The first level, The Canyonlands, serves as a training ground for you to practice moves. See the online Help Guide for a detailed walkthrough of the Canyonlands. **NOTE:** You can customize the controllers to make Indy's moves the most comfortable for your playing style in the Control Options menu. (See page 19 for details.)

• Walk/Run:

Use the **ARROW** keys and the other movement keys to guide Indy through traps and around obstacles. Use **SHIFT** to make Indy run. Indy can run right off a cliff, so in dangerous territory, Indy should walk.

• Jump:

Three kinds of jumps will help Indy get to those hard-to-reach locations. (See next page for details.)

• Activate:

Indy needs to interact with all sorts of objects like treasures, doors and switches. Use the **CTRL** key to pick up, use or push and pull items.

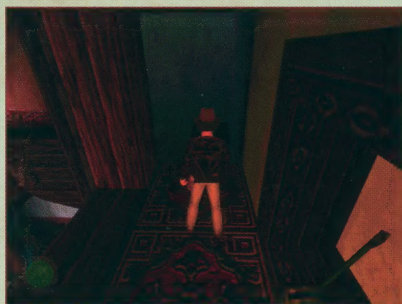
• Whip:

Indy's whip can be used in a variety of ways: as a weapon, as a climbing rope or even as a line to swing from, in addition to removing the weapons from the hands of enemies. You can also use the whip to pick up certain items and activate switches.

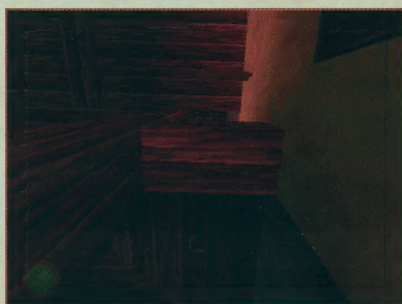
COMBINATION MOVES

Occasionally Indy may need to use combinations of moves to reach difficult locations. For instance, sometimes Indy has to be at a higher level in a given location, but you

can't see any way to climb there. A good technique is to pull out the whip and look for objects that will anchor a whip climb.



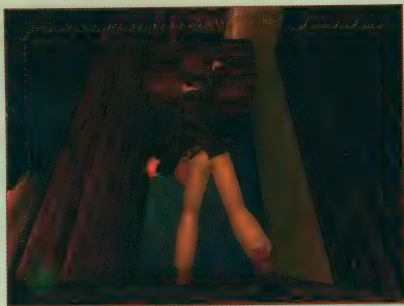
Here, Indy needs to get to the level above him, but it's too high to climb. He readies his whip.



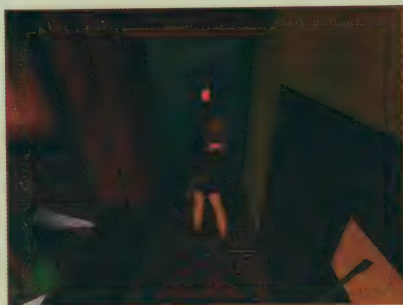
If Indy looked up (**NUMBER PAD 0 + UP ARROW**), he would see a strut sticking out directly above his head that he can use to whip and climb up.



As Indy approaches the right spot, the camera drifts upward towards the strut. This is a clue to use your whip.

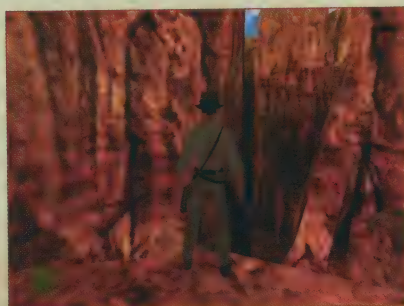


Now climb (**UP ARROW**) the rest of the way up the whip.

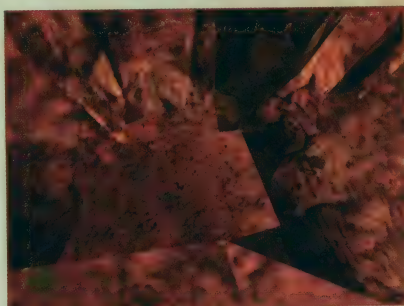


LOOKING

The Look Around feature is particularly useful when thinking about jumping down from a cliff.



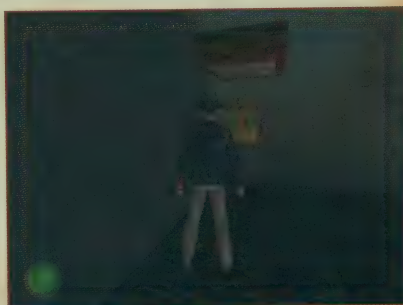
For instance, here Indy is standing on the edge of what looks like a very dangerous cliff...one that might mean certain death if he jumps.



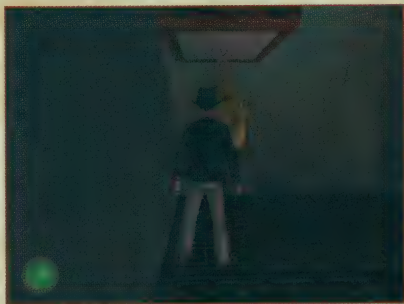
However, a look down shows a reassuringly wide ledge within easy jumping range.

JUMPING

It's useful to distinguish between regular jumps and forward jumps. The regular jump (**ALT** key) is used to reach something directly above Indy. The forward jump (**ALT+UP ARROW** keys) and the forward running jump (**SHIFT+UP ARROW+ALT** keys) are used to cover distance, especially when there is a crevasse or a pit to be jumped. Usually, when trying for height, either the forward jump or the regular jump will do. But sometimes, as in the case



shown here, the object (here, a lantern) is large enough that Indy will just bounce off if he tries a forward jump, so he must walk closer



and use a regular jump if he wants to climb on top of the little platform holding the lantern.

I.Q. (INDY QUOTIENT)

This is a numerical rating for your skill at playing the game. The highest possible score at the end of the game is 1000 I.Q. points. You get 150 points for just having the good sense to install and start up the game. You then get 40 points for each level successfully completed (16 levels, plus a bonus level).

You also can collect 10 treasures per level, each of which is worth one point. (**NOTE:** the I.Q. point value of treasures is different than their monetary value at the Trading Post.) You can lose I.Q. points by looking at hints (see Map/Hints below) or by playing at less than the maximum difficulty level. (You adjust difficulty and enable hints under Gameplay Options. See page 18 for details.)

MAP/HINTS

The level map is accessed by the **M** key and shows all areas previously

explored in the level as an overlay on the screen. Areas in yellow are at the same level, areas in blue are below and red areas are above. Hints are accessed through Gameplay Options on the Options Menu.



Level Map Screen

(See page 18 for details.) When hints are turned on, the next area Indy should explore appears as an X on the map. Each hint you use on a level will subtract from your I.Q. score, with a total possible loss of 10 points per level.

DIFFICULTY

Difficulty can be adjusted through Gameplay Options on the Options Menu. (See page 18 for details.) Difficulty affects how easy your enemies are to kill and the timing of certain puzzles. You lose up to 20 I.Q. points per level by playing at less than the Hard difficulty.

TREASURES

Hidden throughout each level are 10 treasures: gold and silver ingots, gems, and valuable idols. Once you pick them up, treasures appear in your Inventory in the treasure box. Acquiring these treasures helps you in two ways: They boost your I.Q.

(one point per treasure), and they are worth money at the Trading Post.

TRADING POST

The Trading Post appears between levels and has items for sale, including ammunition and items that restore Indy's health. There also is a

secret map which, when bought, provides access to the bonus level. Since the map is very expensive and the health restore items and ammunition can be acquired in the levels without buying them. You may want to save up money to buy this special item.



MOVEMENT/ACTION KEYS

STANDING

Walk



Push
(PRESS AFTER PUSH/
PULL READY)



Run



Pull
(PRESS AFTER PUSH/
PULL READY)



Walk Back



Turn Left



Climb Ledge
(PRESS IN FRONT OF LEDGE)



Turn Right



Activate
(PRESS IN FRONT OF ACTIVATE
ITEM)



Quick Turn Left



Quick Turn Right



Look
(USE ARROWS FOR DIRECTION)



Sidestep Left



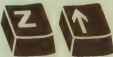
Crawl Mode On/Off
(USE MOVEMENT KEYS TO
CRAWL)



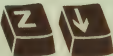
Sidestep Right



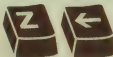
Roll Forward



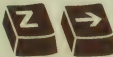
Roll Backward



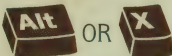
Roll Left



Roll Right



Jump Up



Draw/Put Away
Current Weapon



Jump Forward



Fire Weapon
(PRESS IF WEAPON IS DRAWN)



Hop Back



Fists



Run Then Jump



Whip



Pick Up Item
(PRESS IN FRONT OF/
ON TOP OF PICKUP
ITEM)



.45-Caliber Revolver



9mm Pistol



Machine Pistol



Push/Pull Ready
(PRESS IN FRONT OF
PUSH/PULL ITEM)



Combat Rifle













Machete	
Submachine Gun	
Pump Shotgun	
Bazooka	
Grenade	
Satchel Charge	
Select Next Weapon	
Select Previous Weapon	
Map On/Off	
Lighter On/Off	
Use Health Powerup	
Urgon's Part	
Taklit's Part	
Azerim's Part	
Nub's Part	
Tool from Beyond	

CLIMBING






(NOTE: Indy can't climb and hold a weapon at the same time.)

Mount/Climb Wall
(PRESS KEY IN FRONT OF WALL)



Climb Up	
Climb Down	
Climb Left	
Climb Right	
Hop Off Wall	 OR 
Climb Onto Ledge	
Climb Down to Climbable/Hangable Ledge or Ladder (PRESS WHILE FACING BACKWARD AT CLIFF EDGE OR LADDER)	
Whip Object for Climbing (PRESS KEY WITH WHIP IN HAND DIRECTLY BELOW OBJECT)	
Hop Off Whip or Out of Levitation	

HANGING FROM LEDGE

Shimmy Left	
Shimmy Right	
Hop Off Ledge	
Climb Onto Ledge	
Climb Down Ledge and Hang	

SWIMMING ON SURFACE

Paddle Forward



Paddle Back



Turn Left



Turn Right



Climb Out of Water
Onto Marked Ledge



UNDERWATER

Swim Forward



Dive Mode On/Off



Tilt Down



Tilt Up



Turn Left



Turn Right



Pick Up Item
(PRESS IN FRONT OF
PICKUP ITEM)



Activate
(PRESS IN FRONT OF
ACTIVATE ITEM)



WEAPON USE WHILE SWIMMING

Draw Machete
(MACHETE IS THE ONLY
WEAPON THAT CAN BE
USED WHILE SWIMMING.)



Swing Machete
(WITH MACHETE DRAWN)



Draw/Put
Away Machete



DRIVING JEEP

Enter Vehicle
(PRESS KEY WHILE FACING
DRIVER'S SEAT)



Accelerate



Brake



High Gear
(DRIVE FASTER)



Turn Left
(PRESS WHILE MOVING
FORWARD/BACK)



Turn Right
(PRESS WHILE MOVING
FORWARD/BACK)



Exit Jeep
(PRESS WHILE STOPPED)



RIDING RAFT

Paddle Forward



Paddle Forward/Left



Paddle Forward/Right



Back Paddle



Turn Left



Turn Right



Exit Raft
(PRESS WHILE STOPPED
AGAINST DOCK)



RIDING MINE CAR

Enter Mine Car
(PRESS WHILE FACING
MINE CAR)



Accelerate



Brake



Duck



Exit Mine Car
(PRESS WHILE STOPPED AT
VALID EXIT POINT)



INTERFACE

Open Interface



Move Right Through
Interface



Move Left Through
Interface



Move Up Through
Selected Options



Move Down Through
Selected Options



Quick Save



Quick Load

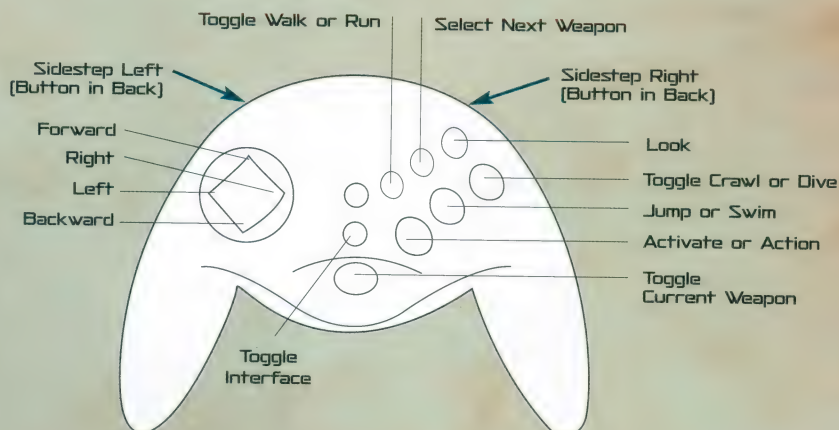


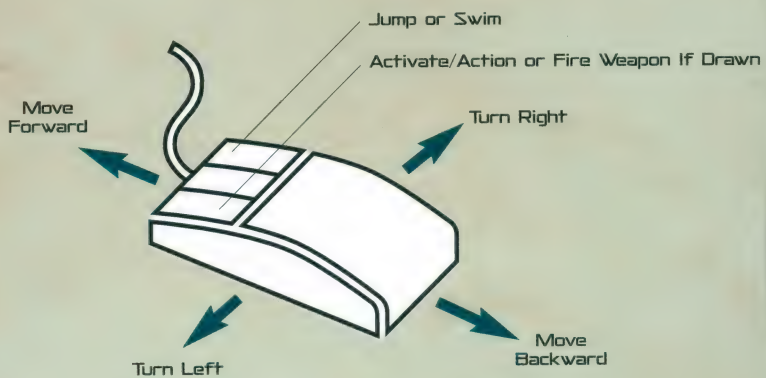
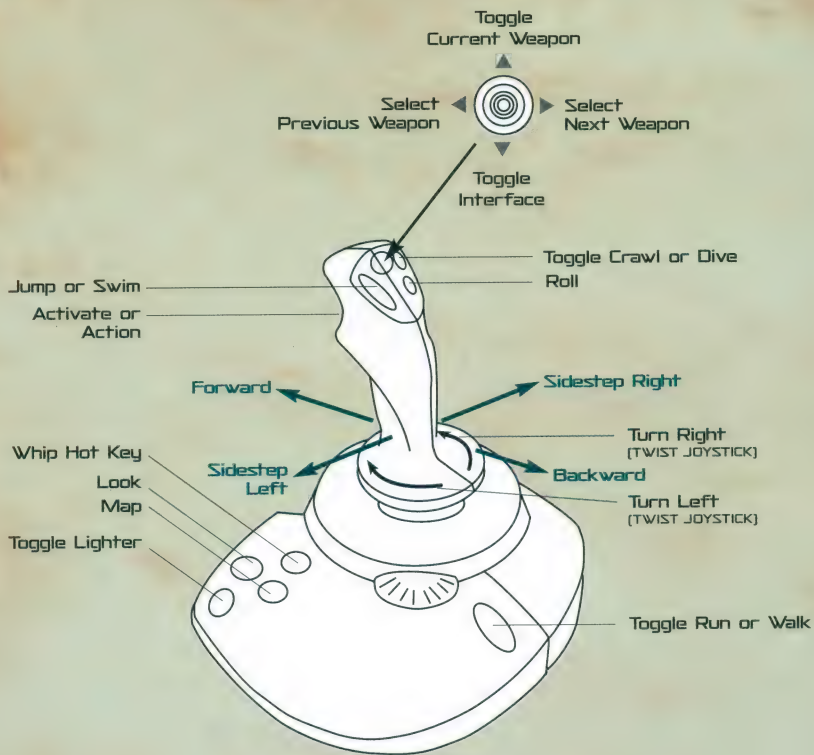
Take Screenshot



15

DEFAULT JOYSTICK/GAMEPAD CONTROLS





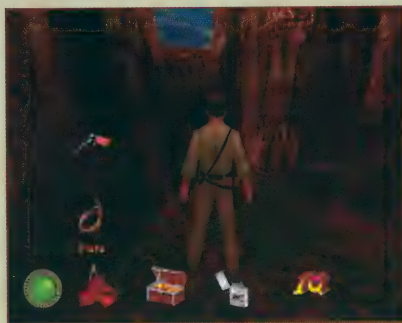
TAB or ENTER centers the mouse.
 NOTE: As you move the mouse forward, Indy begins to walk. Move the mouse farther to make Indy run.

INTERFACE MENUS

Pressing **ESC** or **I** opens the Interface, which contains the Weapons, Treasure/Health, Items and Options menus. Navigate the menus with the **ARROW** keys and use **ENTER** to select items in the menus.

WEAPONS MENU

Shows which weapons Indy has and the number afterward shows ammunition. The basic weapons you start out with are Indy's fists, his whip, and his revolver. Indy's revolver has an unlimited number of shots.

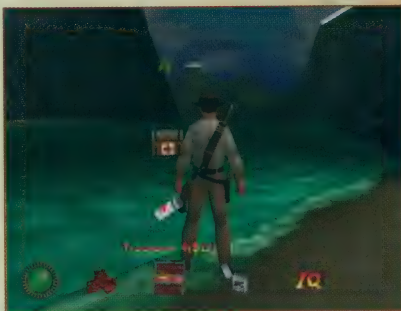


Weapons Menu Screen

TREASURE/ HEALTH MENU

Shows treasure and health items when available. The number of treasures that you have found in the level and their dollar value will be displayed. Each level has a total of 10 separate treasure items concealed somewhere. Acquiring these items boosts your Indy I.Q. (see page 10 for details) and allows you to purchase items from the Trading Post at the end of the level. Health restore items may be found on the various levels or be purchased from

the Trading Post. (**NOTE:** The health restore items in the illustration are not available at the beginning of the game.)



Treasure/Health Menu Screen

ITEMS MENU

The Items menu contains all the things Indy picks up that are neither weapons, ammunition, treasures, nor health kits, like keys to doors or machine parts. Included are Indy's lighter, which he mostly uses to provide light in dark rooms, and his chalk, which he can use to write on walls. (You can't write on every surface—if writing doesn't work, try writing somewhere else.)



Items Menu Screen

OPTIONS MENU

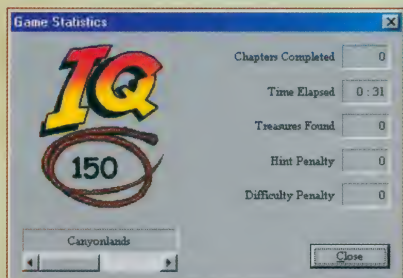
The Options menu contains a number of different useful game functions listed below.



Options Menu

GAME STATISTICS

This shows various statistics about the game, including the Indy Quotient (I.Q.), a way of scoring how well you are playing the game.



Game Statistics Screen

The Statistics box also shows you other information relevant to your Indy Quotient: which chapter you are currently in, how many chapters you have completed, how many treasures you have found, how many hints you have used, and how much you have deviated from maximum difficulty. It also shows how much time has been used playing the game (but this is not used in I.Q. computation).

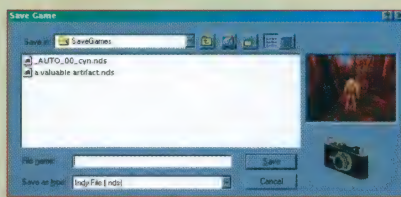
HELP

Your online manual. Here you can find quick answers and Trouble-

shooting tips when you can't locate the manual, or after your dog has eaten it.

SAVE GAME

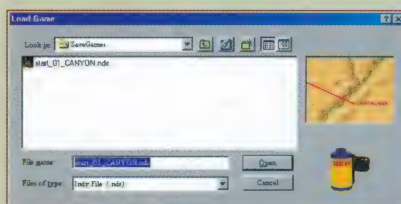
This menu enables you to save your progress in the game. (**NOTE:** The software automatically saves a game at the beginning of each level into a file that includes an abbreviation for the level name.) You can also "quick save" by pressing **F5**. This saved game will be called "QUICKSAVE" and overwrites your previous quick saved game.



Save Game Screen

LOAD GAME

Enables you to load a previously saved game from the list provided. Load the game that you quick saved by pressing **F8**.



Load Game Screen

GAMEPLAY OPTIONS

This is where you enable or adjust different special features in the game.

• **Difficulty Level Slider:** If you find enemies too tough in an area, you can turn the Difficulty Level down a notch or two...but bear in mind that



Gameplay Options Screen

the longer you use this, the more Indy Quotient points you lose.

- **Show Map Hints:** Click the checkbox to show map hints. Again, every time you get a new hint you lose Indy Quotient points.

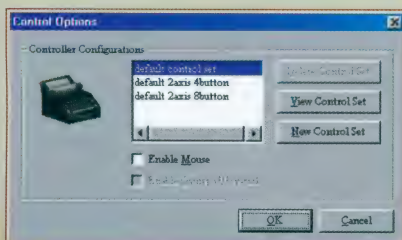
- **Map Rotation:** If map rotation is on, the top of the map indicates the direction Indy faces. If map rotation is off, the top of the map shows north.

- **Default to Run:** Click the checkbox to make Indy run as the default. Press **SHIFT** to make Indy walk.

- **Show Text:** You can turn on the text display in the game, which will enable you to catch every single spoken word.

CONTROL OPTIONS

Enables you to change the default keyboard and controller settings for the game by creating and saving



Control Options Screen

a new set. To change keyboard settings (changing other controllers works the same way), view the default settings by clicking on View Control Set. If you wish to change assignments, click on the button marked New Control Set. You will then be prompted to enter a name for the new keyset. Once you have entered this name, you will then be given a list of commands and the current keyboard and game controller assignments for each command.

Click on the command you wanted to change. Example: if you want to change the Forward command to another key other than the **UP ARROW**, click on the Forward command, highlighting it, then click on the button marked Edit Assignment. This brings up the window that says "The next key will be assigned to Forward." Enter the key you want assigned to Forward.

You can also have two keys for the same command. If you want to have another key on the right side of the keyboard (for instance the ; key) that would toggle Crawl mode in the way that the **C** key now does, first click on Crawl, highlighting it, then enter the ; key when prompted, and view the results on the new command list.

- **Enable Mouse:** Click the checkbox to enable use of your mouse.

- **Enable Gamepad/Joystick:** Click the checkbox to enable use of your gamepad or joystick.

DISPLAY OPTIONS

This allows you to change various video display features. Not all features shown here may be available

on all computers, depending on your video card.

- **Game Resolution:** Use this slider to adjust the game's resolution. Reducing resolution may improve performance.

- **Color Depth:** Adjust number of colors (bits per pixel) displayed. Try reducing colors if you experience poor performance.

- **Default Settings Button:** Press to return to the original settings.

- **Advanced:** If you click on the Advanced button, you will see some other display options. Most of these are for experienced graphics users.

- **3D Devices:** If you have a pass-through 3D card, that card will be selected by default. However, you may have both a 3D primary (combo) video card and a 3D pass-through card, and might want to switch from one to the other and choose the one that works best with the game.

- **3D Rasterizers:** This allows you to choose between 3D hardware and a software rasterizer, if any. Most users should pick the 3D hardware option.

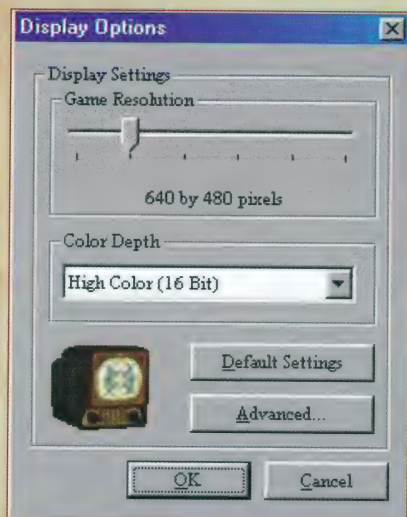
- **Performance Level:** Adjust the game's frame rate. Try the Average setting if you have a slower machine.

- **Buffering:** Choose double or triple buffering. Double is standard and uses less video memory. Triple buffering may improve performance but uses more video memory. Not all video cards fully support this feature.

- **Mip Mapping:** This game feature smoothes textures. Choose bilinear or trilinear to improve the appearance of the game, but it can reduce performance.

- **Fog Slider and Checkbox:** In some areas of the game, turning fog on obscures distant geometry and can speed up frame rate. Uncheck the Fog checkbox or adjust the slider down if fog appears too thick.

- **High Poly Objects Checkboxes:** Uncheck High Poly Objects to make the game run faster.



Display Options Screen

SOUND OPTIONS

Use the slider to adjust the volume. Check the 3D Sound checkbox if your sound card supports Direct3D sound. Uncheck the box if you prefer non-3D sound, or if your card doesn't work well with 3D sound enabled.

Check the Disable Sound checkbox to turn the sound off. Check the Reverse Channels checkbox to reverse the stereo (left and right audio) channels that are used in the game.

INDICATORS

HEALTH INDICATOR



Indy's Health Indicator shows literally how much life he has left. As long as it is green, he is in great shape. As he starts to lose health, it can turn yellow, red and then black. When the circle is all black, Indy is finished. But there are cures. Indy can find health kits along the way (or buy them from the Trading Post) that can restore him to fighting trim.

UNDERWATER ENDURANCE INDICATOR



Shows how much air Indy has left. As long as there is blue on the indicator, Indy has air and takes no damage. When air runs out, Indy better be close to the surface, or he is dead.

RAFT AIR INDICATOR



This yellow indicator shows how much air is left in Indy's raft. As long as the raft has air, Indy takes no damage. Rocks in the river cause the raft to spring leaks, which can be repaired with Puncture Repair Kits that Indy finds.

AETHERIUM ENDURANCE INDICATOR



The Aetherium is another plane of reality where Marduk lives. Because this is a totally alien place, it is unhealthy for Indy. When Indy is floating, his tolerance for the Aetherium drops, which is shown on the Aetherium Indicator in the bottom right of the screen. Once the Indicator runs out, Indy starts taking damage quickly. He can restore energy with contact with ordinary reality.

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HEALTH KITS



FIRST AID KIT

Restores partial health.

TRAUMA KIT Restores full health. Press H to use an available health powerup.



MEDICINAL HERBS Restores full health.

MEDICINAL SPRIGS

Restores partial health.



POISON KIT

Stops health damage after a poisonous bite.



WEAPONS

When Indy needs a little fire power, sometimes a whip just isn't enough. Indy will collect quite an arsenal before this adventure is over. All of the guns are auto-aim, which means if Indy points in the general direction of an enemy, his gun is trained on his target. Use **SPACEBAR** to draw weapons, **CTRL** to fire. Here are some of the goodies he will acquire:

FISTS (0 KEY)

Good with an unarmed opponent. Indy throws a dynamite punch.

WHIP (1 KEY)

In addition to occasionally helping him across a ravine, the famous whip can also be used to disarm opponents, if Dr. Jones is fast enough. Also use it for solving puzzles and as a grappling hook.



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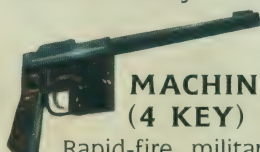


**.45-CALIBER
REVOLVER
(2 KEY)**

Good short-range to medium-range weapon. Unlimited amount of ammunition.

**9MM AUTOMATIC
PISTOL (3 KEY)**

Based upon the Soviet Tokarev T-33, a plain but effective World War II weapon for officers of the Red Army.



**MACHINE PISTOL
(4 KEY)**

Rapid-fire military automatic based upon the famous German Mauser M1912. This is the longest-range handgun and the most deadly.

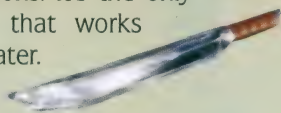
COMBAT RIFLE (5 KEY)

Long-range rifle based on the Simonov SKS.



MACHETE (6 KEY)

This is the most deadly weapon close up. Not an entirely pleasant weapon, but good for clearing obstructions. It's the only weapon that works under water.



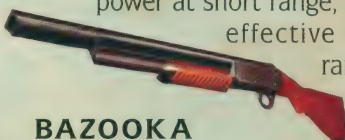
**SUBMACHINE GUN
(7 KEY)**

Medium- to long-range rapid fire based on the PPSH-41.



**PUMP
ACTION
SHOTGUN (8 KEY)**

Based on the Browning model of the period, this weapon provides heavy power at short range, but less effective at long range.



**BAZOOKA
(9 KEY)**

Powerful long-range rocket launcher.



**SACHEL
CHARGE
(P KEY)**

A powerful timed charge. Indy needs to set it, then get out of the way, fast. These also go off if enemies step on them. These cannot be thrown.

HAND GRENADE (G KEY)

Indy can throw this, but if he is on the same level, he still needs to run a little to escape damage.



MACHINE PARTS

When the tower of Babel was destroyed, Marduk's disciples fled to different parts of the world carrying four critical parts of the Infernal Machine with them. Each part has its own power, and can in certain

cases be used as a weapon. Indy can only endure using parts for short periods without damage. Only when all four machine parts are returned can the Infernal Machine operate again.



URGON'S PART (Q KEY)

Found in the snows of Kazakstan. When used by Indy, it smashes open weakened walls.

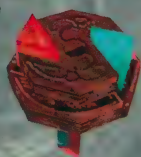


AZERIM'S PART (E KEY)

Found among the artifacts of the mysterious Olmec civilization of Mexico. When used by Indy with strange crystals called the Jewels of Heaven, it causes levitation.

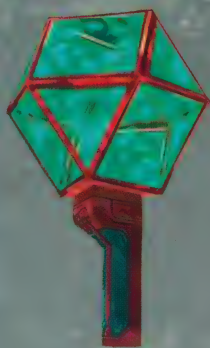
TAKLIT'S PART (W KEY)

Found in a volcano in the Philippines. When used by Indy, it confers invisibility.



NUB'S PART (R KEY)

Found in a tomb in the Sudan. When used by Indy, it powerfully energizes certain machinery of unearthly origin.

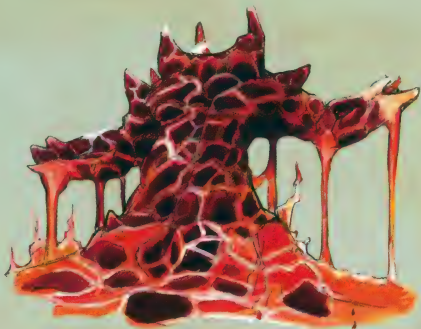


TOOL FROM BEYOND (T KEY)

Opens permeable membranes separating the Aetherium from our own world when Indy is on the other side. It resembles a machine part.

ENEMIES

Each of the machine parts has a supernatural guardian or monster, keeping it safe from intruders.



LAVA GUARDIAN

The Lava Guardian of the Palawan temple lives in a fiery lake and guards Taklit's part with the help of lava warriors.



ICE GUARDIAN

This icy ogre in the Shambala sanctuary guards Urgan's part with the aid of little ice minions.

QUETZALCOATL

At Teotihuacan, a giant snake, Quetzalcoatl, guards Azerim's part.



ETHEREAL MARDUK

Indy must defeat two different incarnations of Marduk before he can find the final machine part and return home.



ROBOT GUARDIAN

Within Nub's Egyptian tomb, a giant bronze robot guards Nub's remains.

Along the way, Indy also encounters a virtual army of Communist soldiers, predatory wildlife, and poisonous creatures like spiders, scorpions and—oh, no!—snakes. Plus a few unpleasant otherworldly enemies thrown in.



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The Intel Corporation

A Grateful Bow to
Harrison Ford
Steven Spielberg

Very Special Thanks to
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"Raiders of the Lost Ark" Theme
by John Williams

"The Raiders March"
from the motion picture
Raiders of the Lost Ark,
written by John Williams,
published by Bantha Music (BMI),
administered by Ensign Music
Corporation for the world.

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When contacting Technical Support, please have the following information available: computer brand and model, processor type and speed, video card, sound card, CD-ROM drive brand and model, RAM.

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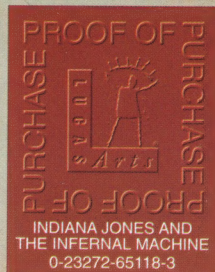
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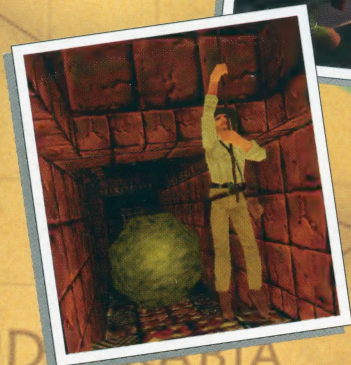
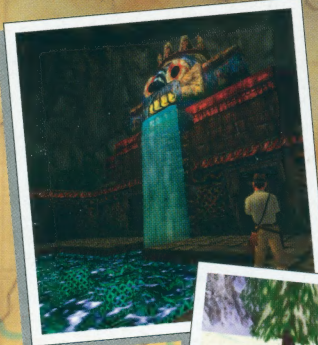
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